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| 5 | 50 | ((port or cross\$10 or multi\$16platform) near3 gui) and menu | USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB | 2004/01/06 07:46 |
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| 10 | 27 | | USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB | 2004/01/06 07:47 |
| 11 | 15 | (((port\$5 or transfer\$5 or cross\$10 or multi\$16platform) near3 gui) and (awt or swing) and (@ad<20000829 or @rlad<20000829)) and menu | USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB | 2004/01/06 07:48 |

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| 2 | 567 | ((port\$5 or transfer\$5 or cross\$10 or multi\$16platform) near3 gui) and (@ad<20000829 or @rlad<20000829 or @prad<20000829) | USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB | 2004/01/06 07:36 |
| 3 | 51 | <pre>(((port\$5 or transfer\$5 or cross\$10 or multi\$16platform) near3 gui) and (@ad<20000829 or @rlad<20000829 or @prad<20000829)) and (menu and (sub\$1window or ((child or parent) near2 window) or (window same hierarch\$5)))</pre> | USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB | 2004/01/06 07:38 |



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| <u>L26</u> | L25 and ((position or size) near3 (window or frame)) | (136 | <u>L26</u> |
| <u>L25</u> | L24 and (sub\$1window or (hierarch\$5 same window)) | 286 | <u>L25</u> |
| <u>L24</u> | L23 and gui and menu | 1862 | <u>L24</u> |
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| <u>L20</u> | L12 and ((multi\$6platform or platform same port\$5).ti. or (multi\$6platform or platform same port\$5).ab.) | (4 | <u>L20</u> |
| <u>L19</u> | L12 and (multi\$6platform or platform same port\$5).ti. or (multi\$6platform or platform same port\$5).ab. | 13021 | <u>L19</u> |
| <u>L18</u> | L15 and (@ad<20000829 or @rlad<20000829 or @prad<20000829) | (6 | <u>L18</u> |

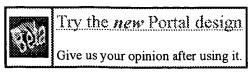
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| <u>L13</u> | L12 and (menu same displa\$4) and interface | . 3 | 28 | <u>L13</u> |
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| <u>L9</u> | L4 and (motif or x\$4motif) | | 40 | <u>L9</u> |
| <u>L8</u> | L6 and motif | - 1 | 40 | <u>L8</u> |
| <u>L7</u> | L6 and motif | () | 40 | <u>L7</u> |
| . <u>L6</u> | L4 and interface | . 3 | 26 | <u>L6</u> |
| <u>L5</u> | L4 and (edit\$3 or rewrit\$4 or modif\$5) near4 interface | (| 61 | <u>L5</u> |
| <u>L4</u> | L2 and menu same displa\$3 | 3 | 28 | <u>L4</u> |
| <u>L3</u> | L2 and menu same displa\$3 | 3 | 328 | <u>L3</u> |
| <u>L2</u> | L1 and (platform or system or environment) | g | 906 | <u>L2</u> |
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| An overview of portable GUI software R. Wade Guthrie ACM SIGCHI Bulletin January 1995 Volume 27 Issue 1 | 89% |
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The Importance of the GUI in Cross Platform Development Michael Babcock

May 1998 Linux Journal

Full text available: html(23.51 K8) Additional Information: full citation, abstract, references, index terms

The fragmentation of development energy into too many GUI toolkits is one of the most serious problems facing the Linux community today

2 An overview of portable GUI software

Wade Guthrie

January 1995 ACM SIGCHI Bulletin, Volume 27 Issue 1

Full text available: pdf(1.90 MB)

Additional Information: full citation, abstract, index terms

This article attempts to bring together as much information as possible concerning platformindependent Graphical User Interface (PIGUI) development kits. It is based on a FAO list (answers to Frequently Answered Questions) maintained and periodically updated as a service to the net by the author. What is presented here is a number of tables summarizing available PIGUI's, followed by descriptions of the individual products, with reviews and users' comments where possible.

3 Qt GUI Toolkit: Porting graphics to multiple platforms using a GUI toolkit

Eirik Ena

November 1996 Linux Journal

Full text available: htm (36.64 KB)

Additional Information: full citation, index terms

A visual development environment for multi-lingual curricula

T. Dean Hendrix, Larry A. Barowski, James H. Cross

March 1997 ACM SIGCSE Bulletin, Proceedings of the twenty-eighth SIGCSE technical symposium on Computer science education, Volume 29 Issue 1

Full text available: pdf(517.43 KB) Additional Information: fall citation, abstract, references, index terms

Although a computer science curriculum may use a single language as its "core" language, many curricula require students to learn and use multiple languages for course or practicum work. Students benefit from the exposure to other languages and other language models. However, a problem arising from the multi-lingual nature of a curriculum is the necessity to

learn and use different development environments and language front-ends. GRASP (Graphical Representations of Algorithms, Structures, and P ...

5 User interface software tools

Brad A. Myers

March 1995 ACM Transacti ns n C mputer-Human Interacti n (TOCHI), Volume 2 Issue 1

Full text available: pdf(3,25 MB)

Additional Information: full citation, abstract, references, citings, index terms

Almost as long as there have been user interfaces, there have been special software systems and tools to help design and implement the user interface software. Many of these tools have demonstrated significant productivity gains for programmers, and have become important commercial products. Others have proven less successful at supporting the kinds of user interfaces people want to build. This article discusses the different kinds of user interface software tools, and investigates why some ...

Keywords: interface builders, toolkits, user interface development environments, user interface software

6 Chiron-1: a software architecture for user interface development, maintenance, and run-time support



Richard N. Taylor, Kari A. Nies, Gregory Alan Bolcer, Craig A. MacFarlane, Kenneth M. Anderson, Gregory F. Johnson

June 1995 ACM Transactions on Computer-Human Interaction (TOCHI), Volume 2 Issue 2

Full text available: pdf(2.65 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

The Chiron-1 user interface system demonstrates key techniques that enable a strict separation of an application from its user interface. These techniques include separating the control-flow aspects of the application and user interface: they are concurrent and may contain many threads. Chiron also separates windowing and look-and-feel issues from dialogue and abstract presentation decisions via mechanisms employing a client-server architecture. To separate application code from user interf ...

Keywords: artists, client-server, concurrency, event-based integration, user interface architectures

7 Product Review: X-Designer

Timotej Ecimovic

March 1998 Linux Journal

Full text available: (21.46 KB) Additional Information: full citation, index terms

Using X with the ADA mind-set

Mike Downs, Judy Duffy, Karen Mackey, Luke Teyssier, Chris Tonas October 1993 Proceedings of the conference on TRI-Ada '93

Full text available: pdf(1.00 MB)

Additional Information: full citation, references, index terms

Pen computing: a technology overview and a vision André Mever July 1995 ACM SIGCHI Bulletin, Volume 27 Issue 3



Additional Information: full citation, abstract, citings, index terms

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions. Starting with a short historic ...

10 Toward automatic generation of novice user test scripts

David J. Kasik, Harry G. George

April 1996 Proceedings of the SIGCHI conference on Human factors in computing systems: common ground

html(43.25 KB)

Full text available: pdf(1.03 MB) Additional Information: full citation, references, citings, index terms

Keywords: automated test generation, dialog model specification, genetic algorithms, software engineering test process

11 Common elements in today's graphical user interfaces: the good, the bad, and the uply A. Brady Farrand



May 1993 Proceedings of the SIGCHI conference on Human factors in computing systems

Full text available: pdf(498.43 KB) Additional Information: full citation, abstract, index terms

This panel will identify some of the similarities amongst the different familiar graphical user interfaces that make them seem so indistinguishable. This panel will then identify some of the similarities that don't belong in any modern user interface.

Keywords: common GUI, design esthetics, graphical user interface design

12 PELLPACK: a problem-solving environment for PDE-based applications on multicomputer platforms



E. N. Houstis, J. R. Rice, S. Weerawarana, A. C. Catlin, P. Papachiou, K.-Y. Wang, M. Gaitatzes March 1998 ACM Transactions on Mathematical Software (TOMS), Volume 24 Issue 1

Full text available: pdf(26.30 MB)

13

Additional Information: full citation, abstract, references, citings, index terms, review

The article presents the software architecture and implementation of the problem-solving environment (PSE) PELLPACK for modeling physical objects described by partial differential equations (PDEs). The scope of this PSE is broad, as PELLPACK incorporates many PDE solving systems, and some of these, in turn, include several specific PDE solving methods. Its coverage for 1D, 2D, and 3D elliptic or parabolic problems is quite broad, and it handles some hyperbolic problems, Since a PSE should p ...

Keywords: PDE language, execution models, knowledge bases, libraries, parallel reuse methodologies, problem-solving environments, programming-in-the-large, sofeware bus

Common elements in today's graphical user interfaces (panel): the good, the bad, and the ualy



A. Brady Farrand, Marc Rochkind, Jean-Marie Chauvet, Bruce "Tog" Tognazzini, David C. Smith January 1993 Pr ceedings f the c nference n Human fact rs in computing systems

Full text available: pdf(527,47 KB) Additional Information: full citation, citings, index terms

Keywords: common GUI, design esthetics, graphical user interface design

14 The Hotbox: efficient access to a large number of menu-items Gordon Kurtenbach, George W. Fitzmaurice, Russell N. Owen, Thomas Baudel May 1999 Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit

Full text available: pdf(1.14 MB)

Additional Information: full citation, references, cilings, index terms

Keywords: marking menus, menubars, menus access, transparency, two-handed input

15 A scalable formal method for design and automatic checking of user interfaces. Jean Berstel, Stefano Crespi Reghizzi, Gilles Roussel, Pierluigi San Pietro July 2001 Proceedings of the 23rd international conference on Software engineering

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Full text available: pdf(237.46 KB) Additional Information: full citation, abstract, references, citings, index terms

The paper addresses the formal specification, design and implementation of the behavioral component of graphical user interfaces. Dialogs are specified by means of modular, communicating grammars called VEG (Visual Event Grammars), which extend traditional BNF grammars to make the modeling of dialogs more convenient.

A VEG specification is independent of the actual layout of the GUI, but it can be easily integrated with various layout design toolkits. The specification may b ...

Keywords: GUI design, applications of model checking, formal methods, human-computer interaction

16 RSTA-MEP and the Linux crewstation

George Koharchik, Quintelle Griggs, Sonja Gross, Kathy Jones, John Mellby, Joe Osborne October 2003 Linux Journal, Volume 2003 Issue 114

Full text available: fig. htm. (26.57 KB) Additional Information: full citation, abstract

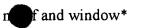
Linux is bringing sensor data and user interface together for aninnovative new military vehicle.

17 Sniff (abstract): a pragmatic approach to a C++ programming environment Walter R. Bischofberger

December 1992 ACM SIGPLAN OOPS Messenger, Addendum to the proceedings on Object-oriented programming systems, languages, and applications (Addendum), Volume 4 Issue 2

Full text available: pdf(1.10 MB) Additional Information: full citation, abstract, index terms

Sniff is a pragmatic C++ programming environment which has been implemented during the last fifteen months. Sniff is implemented in C++ with the ET++ application framework. It runs on a large number of UNIX workstations under several window management systems



such as OSF-Motif, OpenWindows, and Sunview. Sniff is an open environment providing browsing, cross-referencing, design visualization, documentation, and editing support. It delegates compilation and debugging to any C++ compiler ...

18 UI and Applications: A graphical user interface toolkit approach to thin-client computing Simon Lok, Steven K. Feiner, William M. Chiong, Yoav J. Hirsch



May 2002 Proceedings of the eleventh international conference on World Wide Web

Full text available: pdf(1.56 MB)

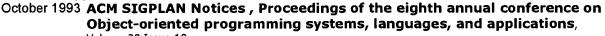
Additional Information: full citation, abstract, references, index terms

Network and server-centric computing paradigms are quickly returning to being the dominant methods by which we use computers. Web applications are so prevalent that the role of a PC today has been largely reduced to a terminal for running a client or viewer such as a Web browser, Implementers of network-centric applications typically rely on the limited capabilities of HTML, employing proprietary "plug ins" or transmitting the binary image of an entire application that will be executed on the cl ...

Keywords: client-server systems, network computing, remote method invocation, user interface toolkit

19 A framework for dynamic program analyzers

Bernd Bruegge, Tim Gottschalk, Bin Luo



Volume 28 Issue 10

Full text available: pdf(2.16 MB)

Additional Information: full citation, references, citings, index terms

20 Object orientation and transaction processing: where do they meet?

John Tibbetts

September 1991 ACM SIGPLAN OOPS Messenger, Addendum to the proceedings on Object-oriented programming systems, languages, and applications (Addendum), Volume 3 Issue 4

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1 PELLPACK: a problem-solving environment for PDE-based applications on

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E. N. Houstis, J. R. Rice, S. Weerawarana, A. C. Catlin, P. Papachiou, K.-Y. Wang, M. Gaitatzes

March 1998 ACM Transactions on Mathematical Software (TOMS), Volume 24 Issue 1

Full text available: pdf(26.30 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

The article presents the software architecture and implementation of the problem-solving environment (PSE) PELLPACK for modeling physical objects described by partial differential equations (PDEs). The scope of this PSE is broad, as PELLPACK incorporates many PDE solving systems, and some of these, in turn, include several specific PDE solving methods. Its coverage for 1D, 2D. and 3D elliptic or parabolic problems is quite broad, and it handles some hyperbolic problems, Since a PSE should p ...

Keywords: PDE language, execution models, knowledge bases, libraries, parallel reuse methodologies, problem-solving environments, programming-in-the-large, sofeware bus

The Importance of the GUI in Cross Platform Development

Michael Babcock

May 1998 Linux Journal

Full text available: htmi(23.51 KB) Additional Information: full citation, abstract, references, index terms

The fragmentation of development energy into too many GUI toolkits is one of the most serious problems facing the Linux community today

Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

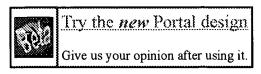
November 1997 Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research

Full text available: pdf(4.21 MB) Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display



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platform-independent Graphical User Interface (PIGUI) development kits. It is based on a FAQ list (answers to Frequently Answered Questions) maintained and periodically updated as a service to the net by the author. What is presented here is a number of tables summarizing available PIGUI's, followed by descriptions of the individual products, with reviews and users' comments where possible.

RSTA-MEP and the Linux crewstation
George Koharchik, Quintelle Griggs, Sonja Gross, Kathy Jones, John Mellby, Joe

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Linux Journal October 2003

Volume 2003 Issue 114

Osborne

Linux is bringing sensor data and user interface together for aninnovative new military vehicle.

3 Qt GUI Toolkit: Porting graphics to multiple platforms using a GUI toolkit 77% Firik Eng

Linux Journal November 1996

4 Supporting dynamic downloadable appearances in an extensible user interface toolkit

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Scott E. Hudson, Ian Smith

Pr ceedings f the 10th annual ACM symp sium on User interface s ftware and techn | gy October 1997

5 Developing applications with the Alpha UIMS Daniel Klein interacti ns October 1995 Volume 2 Issue 4

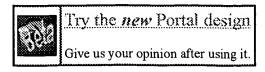
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1 Coupling application design and user interface design

99%

Dennis J. M. J. de Baar , James D. Foley , Kevin E. Mullet

Proceedings of the SIGCHI conference on Human factors in computing systems June 1992

Building an interactive application involves the design of both a data model and a graphical user interface (GUI) to present that model to the user. These two design activities are typically approached as separate tasks and are frequently undertaken by different individuals or groups. Our apporach eliminated redundant specification work by generating an interface directly from the data model itself. An inference engine using style rules for selecting and placing GUI controls (i.e., widgets) ...

2 A scalable formal method for design and automatic checking of user interfaces

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Jean Berstel, Stefano Crespi Reghizzi, Gilles Roussel, Pierluigi San Pietro

Proceedings of the 23rd international conference on Software engineering July
2001

The paper addresses the formal specification, design and implementation of the behavioral component of graphical user interfaces. Dialogs are specified by means of modular, communicating grammars called VEG (Visual Event Grammars), which extend traditional BNF grammars to make the modeling of dialogs more convenient.

A VEG specification is independent of the actual layout of the GUI, but it can be easily integrated with various layout design toolkits. The specification may b ...

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Micro-GPSS on the Web and for Windows: a tool for introduction to simulation in high schools Henry Herper, Ingolf Ståhl Proceedings f the 31st c nference n Winter simulati n: Simulati n---a bridge t the future - Volume 1 December 1999 Coverage criteria for GUI testing Atif M. Memon , Mary Lou Soffa , Martha E. Pollack ACM SIGSOFT Software Engineering Notes, Proceedings of the 8th European software engineering conference held jointly with 9th ACM SIGSOFT international symposium on Foundations of software engineering September 2001 Volume 26 Issue 5 A widespread recognition of the usefulness of graphical user interfaces (GUIs) has established their importance as critical components of today's software. GUIs have characteristics different from traditional software, and conventional testing techniques do not directly apply to GUIs. This paper's focus is on coverage critieria for GUIs,

5 Usability testing with screen reading technology in a Windows বা environment

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Kitch Barnicle

Proceedings on the 2000 conference on Universal Usability November 2000

important rules that provide an objective measure of test quality. We present new coverage criteria to help determine whether a GUI has been adequately tested. ...

Ever since applications with graphical user interfaces were introduced, individuals who are blind have experienced great difficulty accessing these applications. The quality of access provided through a combination of screen reading software and speech synthesizer is greatly dependent on the design of the mainstream application interface. In attempt to better understand the access strategies employed by users of screen readers, this study was designed to (a) examine the interaction between us ...

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Norman Makoto Su, Yutaka Sakane, Masahiko Tsukamoto, Shojiro Nishio Proceedings of the 8th annual international conference on Mobile computing and networking September 2002

As of now, it is not uncommon for one to use multiple computers in separate places such as at home, office or school. A number of applications currently exist to allow a user to easily access and control these computers remotely via a notebook computer or web page. Unfortunately, even with such solutions, it is rather inconvenient, for example, to try accessing your computer while walking downtown or riding a train. On the other hand, considering that cellular phones have been accepted as multi- ...

7 The Hotbox: efficient access to a large number of menu-items Gordon Kurtenbach , George W. Fitzmaurice , Russell N. Owen , Thomas Baudel Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit May 1999

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8 Power and energy: Graphical user interface energy characterization for নী handheld computers Lin Zhong, Niraj K. Jha

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A significant fraction of the software and resource usage of a modern handheld computer is devoted to its graphical user interface (GUI). Moreover, GUIs are direct users of the display and also determine how users interact with software. Given that displays consume a significant fraction of system energy, it is very important to optimize GUIs for energy consumption. This work presents the first GUI energy characterization methodology. Energy consumption is characterized for three popular GUI pla ...

9 Papers: Off the wall: Fluid interaction with high-resolution wall-size displays

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François Guimbretière, Maureen Stone, Terry Winograd

Proceedings of the 14th annual ACM symposium on User interface software and technology November 2001

This paper describes new interaction techniques for direct pen-based interaction on the Interactive Mural, a large (6'x3.5') high resolution (64 dpi) display. They have been tested in a digital brainstorming tool that has been used by groups of professional product designers. Our "interactive wall" metaphor for interaction has been guided by several goals: to support both free-hand sketching and high-resolution materials, such as images, 3D models and GUI application windows; to pres ...

10 The design of a GUI paradigm based on tablets, two-hands, and

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Gordon Kurtenbach , George Fitzmaurice , Thomas Baudel , Bill Buxton Proceedings of the SIGCHI conference on Human factors in computing systems March 1997

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12 Screen reader/2: access to OS/2 and the graphical user interface

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J. Thatcher

Proceedings of the first annual ACM conference on Assistive technologies October

Screen Reader/2 is IBM's access system for OS/2, providing blind users access to the graphical user interface (GUI) of Presentation Manager, to Windows programs running under OS/2, and to text mode DOS and OS/2 programs. Screen Reader/2 is a completely redesigned and rewritten follow-on to IBM's Screen Reader Version 1.2 for DOS. There has been considerable discussion about the technical challenges, difficulties, and inherent obstacles presented by the GUI. Not enough time and ene ...

13 Speech, voice and translation: Voice over Workplace (VoWP): voice navigation in a complex business GUI

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Frankie James, Jeff Roelands

Pr ceedings f the fifth internati nal ACM c nference n Assistive technol gies July 2002

Voice interfaces can be used to meet some accessibility requirements for physically disabled users, but only if they address inherent usability problems, namely, the trade-off between user efficiency and ambiguity handling. This paper explores usability issues related to voice interfaces for complex GUIs. We present two user studies on a series of interface designs to support voice navigation within a complex business GUI, and discuss the findings as they relate to efficiency and ambiguity handl ...

14 Lessons learned from SUIT, the simple user interface toolkit

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Randy Pausch , Matthew Conway , Robert Deline

ACM Transactions on Information Systems (TOIS) October 1992

Volume 10 Issue 4

In recent years, the computer science community has realized the advantages of GUIs (Graphical User Interfaces). Because high-quality GUIs are difficult to build, support tools such as UIMSs, UI Toolkits, and Interface Builders have been developed. Although these tools are powerful, they typically make two assumptions: first, that the programmer has some familiarity with the GUI model, and second, that he is willing to invest several weeks becoming proficient with the tool. These tools typi ...

15 Technical papers: design recovery: Browsing and searching source code 94% of applications written using a GUI framework

Amir Michail

Proceedings of the 24th international conference on Software engineering May

Nowadays, applications are typically written using an object-oriented GUI framework. In this paper we explore the possibility of using the GUI of such applications to guide browsing and search of their source code. Such a tool would be helpful for software maintenance and reuse, particularly when the application source is unfamiliar. Intuitively, we would expect the task of browsing and searching source code of an application written using a GUI framework to be easier than one that doesn't becau ...

16 Window real objects: a distributed shared memory for distributed

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implementation of GUI applications

Noboru Koshizuka, Ken Sakamura

Proceedings of the 6th annual ACM symposium on User interface software and technology December 1993

17 A visual test development environment for GUI systems

93%

Thomas Ostrand , Aaron Anodide , Herbert Foster , Tarak Goradia

ACM SIGSOFT Software Engineering Notes, Proceedings of ACM SIGSOFT international symposium on Software testing and analysis March 1998 Volume 23 Issue 2

We have implemented an experimental test development environment (TDE) intended to raise the effectiveness of tests produced for GUI systems, and raise the productivity of the GUI system tester. The environment links a test designer, a test design library, and a test generation engine with a standard commercial capture/replay tool. These components provide a human tester the capabilities to capture sequences of interactions with the system under test (SUT), to visually manipulate and modify the s ...

18 Motif/Lesstif Application Development: A tutorial designed to help you

4 build your own GUI

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Linux Journal August 1999

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19 Visual Ada developer

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Leonid Dulman

Pr ceedings f the 2002 annual ACM SIGAda internati nal conference n Ada: The engineering fc rrect and reliable software fr real-time & distributed systems using Ada and related technol gies December 2002

Programming language popularity depends not only on its properties and quality, but also on service which the user gets in its environment. Gui and visual developer are important components of IDE (Integrated-Development Environment). Visual Ada Developer (VAD) helps Ada programmers easily create OS independent application, using standard set of components, such as GUI elements, Multimedia elements, Network connections, DB connections and others.

20 An overview of portable GUI software

92%



Wade Guthrie

ACM SIGCHI Bulletin January 1995

Volume 27 Issue 1

This article attempts to bring together as much information as possible concerning platform-independent Graphical User Interface (PIGUI) development kits, It is based on a FAQ list (answers to Frequently Answered Questions) maintained and periodically updated as a service to the net by the author. What is presented here is a number of tables summarizing available PIGUI's, followed by descriptions of the individual products, with reviews and users' comments where possible.

Results 1 - 20 of 200

short listing



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